



MULTIMEDIA — WEBD 2681

A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 2.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:** None

Students will be introduced to Macromedia's Flash, an object based 2D animation program. Flash is used to create animated segments for use in web pages or multimedia. Basic animation, symbols - unique to Flash, timing, storyboarding, design and software tools will be emphasized. Other Flash tools that are introduced in this course include: masks, motion guides and buttons. ActionScript language code is introduced.

B. Course Effective Dates: 8/21/17 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. Add rollovers to buttons.
2. Create graphics with drawing tools.
3. Create interactive productions.
4. Create simple animations of object properties.
5. Create symbols.
6. Design web advertising animations.
7. Develop character animations.
8. Develop motion graphics.
9. Explore animation techniques.
10. Identify interface panel functions.
11. Incorporate buttons and interactivity.
12. Insert audio.
13. Insert form elements.
14. Insert text.

15. Insert video.
16. Manage layers.
17. Modify properties of objects.
18. Publish to html, css, and javascript.
19. Publish to linear movie.
20. Publish to swf.
21. Use keyframing.
22. Use nested timelines.
23. Use tweening.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment

As noted on course syllabus

G. Special Information

None noted